

**Sabrina Schmid***presenting*

## Current Global Trends in Animation Productions by Students: Ideas, Styles and Techniques - What Matters Most?

**keywords**

Global Animation Production And Practice, Animation Trends, Student Animation, Artistic Approaches, Concepts, Styles, Techniques

**ABSTRACT**

This paper discusses some of the current trends in animation as seen in the productions by animation students globally. It examines trends evident in student animations that gained recognition through screenings or prizes around the world recently. Further, it explores trends and approaches seen in the diverse student animations from around the globe submitted to and selected by Animex Awards, one of the largest international competitions for student animation, which is curated by the author. The discourse is from this curatorial perspective, to exemplify a diversity of genres, styles and techniques of animation, in the wider context of animation courses in higher education. Depending on the particular artistic philosophy, culture, creative and technical approaches, courses within animation education tend to encourage specific types of animation product. Work ranges from the auteur, individual artistic expression, narrative or nonnarrative, to team-based animation production, to demonstration of technique and technology that may be interpreted as indicators of possible future animation trends. Some of the most inventive or innovative short animation have been created by students, from drawing to cgi, from stop-motion to experimental. Given the complexity of the unique medium of animation, some unresolved questions arise in considering 'What matters most?' within the global animation industry on the one hand and animation as an art form on the other.

*Representative animation films and excerpts of student animations from around the globe will be screened within this presentation.*

**BIOGRAPHY**

**Sabrina Schmid** is Senior Lecturer in Animation at the School of Computing (Animation and Visual Effects Section) since 2001 and practice-based researcher at the Institute of Design, Culture and the Arts, Teeside University, United Kingdom. Qualified in fine art (RMIT) and animation (Swinburne) in Melbourne, Australia, her early work included award-winning short indie animations and subsequently as freelance animator in Europe. Her recent animations explore the potential of abstract form, analogue and digital techniques. Screenings include: London International Animation Festival 2015, World Festival of Animated Film Animafest Zagreb 2015, Seoul International Cartoon and Animation Festivals 2015 & '14, Melbourne International Animation Festivals 2015 & '14, Los Angeles International Underground Film Festival 2013, Women's Independent Film Festival 2013, California International Shorts 2013 and the Punto Y Raya Festivals 2014, 2011 and 2009. Presentations include: Symposium Scanner II Animafest Zagreb 2015 (Croatia), First International Symposium of Abstract Art in Motion – Punto Y Raya Academy 2015 (Madrid, Spain.)

**PRESENTATION****20 mins talk****date / time**

28 June 2016  
10.30AM-12.30PM

Session 4 Panels

**venue**

Lecture Theatre 2

**PRESENTER INFO****title / affiliation**

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